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R Greenlaw, D Wessel, N Katevas, F Andritsos, D ... - 1st Cambridge Workshop on Universal Access and Assistive ... , 2002 - i4es.it

... PC they can use the tailored audio-visual cues to ... **headset was the semi- transparent Sony Glasstron** so the ... PC using the prototype (see accompanying MPEG video). ...

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A Liverani, G Amati, G Caligiana - Concurrent Engineering, 2004 - cer.sagepub.com

... AR systems in which multiple users share a **virtual space** inside ... fps (Figures 2 and 3). The visor is a **Sony's Glasstron Audio-Video headset**: a lightweight ...

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Interactive control of manufacturing assemblies with Mixed Reality

A Liverani, G Amati, G Caligiana - Integrated Computer-Aided Engineering, 2006 - IOS Press

... 3, where merging (mixing) of real and **virtual images** are performed. ... The visor is a **Sony's Glasstron Audio-Video headset**: a light and compact device easily ...

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T Starnier, B Leibe, B Singletary, K Lyons, M Gandy ... - Proceedings of IMAGINA, 2000 - wearables.cc.gatech.edu

... desktop, a high-end visual/audio mobile **headset** equipped with ... The **Audio/Video Mobile**

Interface. ... uses a 800x600 pixel "see-through" **Sony Glasstron TM** equipped ...